

NAME

SPECIES  PLAYER

HEIGHT  GENDER

WEIGHT  HAIR

AGE  EYES

VITALITY  WOUNDS

DEFENSE  10+

CLASS

DEX

SIZE

MISC

CLASSES

FRG NBL SCL SCT SOL =

TSP FAD JCN JGN =

CHARACTER LEVELS

XP NEEDED

REPUTATION

STR  STRENGTH

INT  INTELLIGENCE

DEX  DEXTERITY

WIS  WISDOM

CON  CONSTITUTION

CHA  CHARISMA

MELEE  = BASE + STR + SIZE + MISC

RANGED  = BASE + DEX + SIZE + MISC

LIGHT SIDE POINTS

DARK SIDE POINTS

INITIATIVE  = DEX + MISC

WEAPON	ATTACK BONUS	CRITICAL HIT	DAMAGE
RANGE WEIGHT TYPE SIZE SPECIAL			
WEAPON	ATTACK BONUS	CRITICAL HIT	DAMAGE
RANGE WEIGHT TYPE SIZE SPECIAL			
WEAPON	ATTACK BONUS	CRITICAL HIT	DAMAGE
RANGE WEIGHT TYPE SIZE SPECIAL			
WEAPON	ATTACK BONUS	CRITICAL HIT	DAMAGE
RANGE WEIGHT TYPE SIZE SPECIAL			
WEAPON	ATTACK BONUS	CRITICAL HIT	DAMAGE
RANGE WEIGHT TYPE SIZE SPECIAL			
ARMOUR/PROTECTION	TYPE	MAX DEX	DAMAGE REDUCTION
CHECK PENALTY SPEED WEIGHT SIZE SPECIAL			

MAX RANKS LEVEL+3	CLASS	TOTAL RANKS	MISC	ABILITY	KEY
APPRAISE	0	( ) = ( )	( ) + ( )	( )	INT
ASTROGATE	0	( ) = ( )	( ) + ( )	( )	INT
BALANCE	0	( ) = ( )	( ) + ( )	( )	DEX
BLUFF	0	( ) = ( )	( ) + ( )	( )	CHA
CLIMB	0	( ) = ( )	( ) + ( )	( )	STR
COMPUTER USE	0	( ) = ( )	( ) + ( )	( )	INT
CRAFT	( )	0 ( ) = ( )	( ) + ( )	( )	INT
CRAFT	( )	0 ( ) = ( )	( ) + ( )	( )	INT
CRAFT	( )	0 ( ) = ( )	( ) + ( )	( )	INT
DEMOLITIONS	0	( ) = ( )	( ) + ( )	( )	INT
DIPLOMACY	0	( ) = ( )	( ) + ( )	( )	CHA
DISABLE DEVICE	0	( ) = ( )	( ) + ( )	( )	INT
DISGUISE	0	( ) = ( )	( ) + ( )	( )	CHA
ENTERTAIN	( )	0 ( ) = ( )	( ) + ( )	( )	CHA
ESCAPE ARTIST	0	( ) = ( )	( ) + ( )	( )	DEX
FOGERY	0	( ) = ( )	( ) + ( )	( )	INT
GAMBLE	0	( ) = ( )	( ) + ( )	( )	WIS
GATHER INFORMATION	0	( ) = ( )	( ) + ( )	( )	CHA
HANDLE ANIMAL	0	( ) = ( )	( ) + ( )	( )	CHA
HIDE	0	( ) = ( )	( ) + ( )	( )	DEX
INTIMIDATE	0	( ) = ( )	( ) + ( )	( )	CHA
JUMP	0	( ) = ( )	( ) + ( )	( )	STR
KNOWLEDGE	( )	0 ( ) = ( )	( ) + ( )	( )	INT
KNOWLEDGE	( )	0 ( ) = ( )	( ) + ( )	( )	INT
KNOWLEDGE	( )	0 ( ) = ( )	( ) + ( )	( )	INT
LISTEN	0	( ) = ( )	( ) + ( )	( )	WIS
MOVE SILENTLY	0	( ) = ( )	( ) + ( )	( )	DEX
PILOT	0	( ) = ( )	( ) + ( )	( )	DEX
PROFESSION	( )	0 ( ) = ( )	( ) + ( )	( )	INT
READ/WRITE	0	( ) = ( )	( ) + ( )	( )	LANGUAGE ( )
READ/WRITE	0	( ) = ( )	( ) + ( )	( )	LANGUAGE ( )
REPAIR	0	( ) = ( )	( ) + ( )	( )	INT
RIDE	0	( ) = ( )	( ) + ( )	( )	DEX
SEARCH	0	( ) = ( )	( ) + ( )	( )	INT
SENSE MOTIVE	0	( ) = ( )	( ) + ( )	( )	WIS
SLEIGHT OF HAND	0	( ) = ( )	( ) + ( )	( )	DEX
SPEAK LANGUAGE	0	( ) = ( )	( ) + ( )	( )	LANGUAGE ( )
SPEAK LANGUAGE	0	( ) = ( )	( ) + ( )	( )	LANGUAGE ( )
SPOT	0	( ) = ( )	( ) + ( )	( )	WIS
SURVIVAL	0	( ) = ( )	( ) + ( )	( )	WIS
SWIM	0	( ) = ( )	( ) + ( )	( )	STR
TREAT INJURY	0	( ) = ( )	( ) + ( )	( )	WIS
TUMBLE	0	( ) = ( )	( ) + ( )	( )	DEX
( )	( )	( ) = ( )	( ) + ( )	( )	( )
( )	( )	( ) = ( )	( ) + ( )	( )	( )
( )	( )	( ) = ( )	( ) + ( )	( )	( )

FORTITUDE  = BASE + CON + MISC

REFLEX  = BASE + DEX + MISC

WILL  = BASE + WIS + MISC

STAR WARS ROLEPLAYING GAME



- ALTER
  - COMPASSION
  - FOCUS
  - FORCE FLIGHT
  - FORCE WHIRLWIND
  - MIND TRICK

- CONTROL
  - ATTUNED
  - BURST OF SPEED
    - FORCE SPEED
    - KNIGHT SPEED
    - MASTER SPEED
  - DISSIPATE ENERGY
  - LIGHTSABER DEFENSE
    - KNIGHT DEFENSE
    - MASTER DEFENSE
  - METTLE
  - RAGE
  - FORCE MASTERY
  - HIGH FORCE MASTERY

- SENSE
  - AWARE
  - FORCE MIND
    - IMPROVED FORCE MIND
    - KNIGHT MIND
    - MASTER MIND
  - LINK
  - MALEVOLENT

## FORCE FEATS



- AEROBATICS
- ALERTNESS
- ANIMAL AFFINITY
- ARMOUR PROFICIENCY (LIGHT)
  - ARMOUR PROFICIENCY (MEDIUM)
  - ARMOUR PROFICIENCY (HEAVY)
  - ARMOUR PROFICIENCY (POWERED)
- ATHLETIC
- BLIND-FIGHT
- CAUTIOUS
- COMBAT EXPERTISE
  - IMPROVED DISARM
  - IMPROVED TRIP
  - WHIRLWIND ATTACK
- COMBAT REFLEXES
- DODGE
- MOBILITY
  - SPRING ATTACK
- ENDURANCE
- EXOTIC WEAPON PROFICIENCY
- FAME
- FORCE SENSITIVE
- FRIGHTFUL PRESENCE
- GEARHEAD
- GREAT FORTITUDE
- HEADSTRONG
- HEROIC SURGE
- IMPROVED CRITICAL
- IMPROVED INITIATIVE
- INFAMY
- INFLUENCE
- IRON WILL
- LIGHTNING REFLEXES
- LOW PROFILE
- MARTIAL ARTS
  - DEFENSIVE MARTIAL ARTS
  - IMPROVED MARTIAL ARTS
    - ADVANCED MARTIAL ARTS
- MIMIC
- NIMBLE
- PERSUASIVE
- POINT BLANK SHOT
  - FAR SHOT
  - PRECISE SHOT
  - RAPID SHOT
    - MULTI SHOT
  - SHOT ON THE RUN
- POWER ATTACK
  - CLEAVE
    - GREAT CLEAVE
    - IMP BANTHA RUSH
  - SUNDER
- QUICKDRAW
- QUICKNESS ( )
- RUGGED
- RUN
- SKILL EMPHASIS ( )
- SKILL EMPHASIS ( )
- SKILL EMPHASIS ( )
- SHARP EYED
- SPACER
- STAMINA
- STARSHIP DODGE ( )
- STARSHIP DODGE ( )
- STARSHIP OPERATION ( )
- STARSHIP OPERATION ( )
- STEADY
- STEALTHY
- SURGERY
- TOUGHNESS ( )
- TRACK
- TRICK
- TRUSTWORTHY
- TWO-WEAPON FIGHTING
  - IMP TWO-WEAPON FIGHTING
- WEAPON FINESSE ( )
- WEAPON FINESSE ( )
- WEAPON FOCUS ( )
- WEAPON FOCUS ( )
- WEAPON GROUP ( )
- WEAPON GROUP ( )
- ZERO-G TRAINING

## FEATS

## FORCE SKILLS

	CROSS CLASS	TOTAL	RANKS	MISC	ABILITY	KEY ABILITY
AFFECT MIND*	( )	( )	( )	( )	( )	CHA
BATTLEMIND*	( )	( )	( )	( )	( )	CON
DRAIN ENERGY	( )	( )	( )	( )	( )	CON
EMPATHY	( )	( )	( )	( )	( )	WIS
ENH. ABILITY*	( )	( )	( )	( )	( )	CON
ENH. SENSES*	( )	( )	( )	( )	( )	WIS
FARSEEING*	( )	( )	( )	( )	( )	WIS
FEAR	( )	( )	( )	( )	( )	WIS
FORCE DEFENSE*	( )	( )	( )	( )	( )	CHA
FORCE GRIP	( )	( )	( )	( )	( )	INT
FORCE LIGHTNING	( )	( )	( )	( )	( )	INT
FORCE STEALTH	( )	( )	( )	( )	( )	CHA
FORCE STRIKE	( )	( )	( )	( )	( )	INT
FRIENDSHIP	( )	( )	( )	( )	( )	CHA
HEAL ANOTHER	( )	( )	( )	( )	( )	WIS
HEAL SELF	( )	( )	( )	( )	( )	CHA
ILLUSION*	( )	( )	( )	( )	( )	CHA
MOVE OBJECT	( )	( )	( )	( )	( )	INT
SEE FORCE	( )	( )	( )	( )	( )	WIS
TELEPATHY*	( )	( )	( )	( )	( )	WIS

ALTER FORCE POWERS  
CONTROL FORCE POWERS  
SENSE FORCE POWERS

USE OF THIS POWER GRANTS A DARKSIDE POINT  
\* CANNOT BE ATTEMPTED UNSKILLED

# STAR WARS

## GEAR

## RACIAL TRAITS

## NOTES

## CREDITS/DEBT



STARWARSCHARACTERSHEET V2.0  
BY RODNEY BRAZEAU  
WWW.HANDSONGRAPHICS.CA  
IMAGES PROPERTY OF  
LUCASFILM LTD





## VEHICLES

CLASS:

SIZE:

CREW:

INITIATIVE:

MANEUVER:

PASSENGERS:

CARGO CAPACITY:

DEFENSE=SIZE+ARMOUR

SHEILD  
POINTS:

HULL  
POINTS:

DR ( ) DR ( )

SPEED:

MAX  
VELOCITY

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

FLAWS/EXTRAS/NOTES:



## STARSHIPS

CLASS:

SIZE:

CREW:

INITIATIVE:

MANEUVER:

PASSENGERS:

CARGO CAPACITY

CONSUMABLES:

DEFENSE=SIZE+ARMOUR

SHEILD  
POINTS:

HULL  
POINTS:

DR ( ) DR ( )

MAX SPEED  
IN SPACE:

ATMOSPHERIC  
SPEED:

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

WEAPON:

FIRE ARC:

ATTACK BONUS:

DAMAGE:

RANGE MODIFIERS:

PB S M L

FLAWS/EXTRAS/NOTES:

HYPERDRIVE:  
BACKUP:

NAME

CLASS  LEVEL

CON DEX STR

CHA WIS INT

DEFENSE  10+

SPEED

INITIATIVE  = DEX  + MISC

WOUNDS

MELEE  /  /

RANGED  /  /

FORTITUDE

REFLEX

WILL

FEATS/SKILLS

EQUIPMENT

NAME

CLASS  LEVEL

CON DEX STR

CHA WIS INT

DEFENSE  10+

SPEED

INITIATIVE  = DEX  + MISC

WOUNDS

MELEE  /  /

RANGED  /  /

FORTITUDE

REFLEX

WILL

FEATS/SKILLS

EQUIPMENT

